RPGRTL

```
**FILE**ID**RPGBTZ
```

```
RRRRRRRR    PPPPPPPP      GGGGGGGG  BBBBBBBB    TTTTTTTTTT  ZZZZZZZZZZ
RRRRRRRR    PPPPPPPP      GGGGGGGG  BBBBBBBB    TTTTTTTTTT  ZZZZZZZZZZ
RR     RR   PP     PP  GG           BB     BB      TT              ZZ
RR     RR   PP     PP  GG           BB     BB      TT             ZZ
RR     RR   PP     PP  GG           BB     BB      TT            ZZ
RRRRRRRR    PPPPPPPP   GG           BBBBBBBB       TT           ZZ
RRRRRRRR    PPPPPPPP   GG           BBBBBBBB       TT          ZZ
RR  RR      PP         GG  GGGGGG   BB     BB      TT         ZZ
RR  RR      PP         GG  GGGGGG   BB     BB      TT        ZZ
RR    RR    PP         GG      GG   BB     BB      TT       ZZ
RR     RR   PP         GG      GG   BB     BB      TT      ZZ
RR      RR  PP             GGGGGG   BBBBBBBB       TT    ZZZZZZZZZZ     ....
RR      RR  PP             GGGGGG   BBBBBBBB       TT    ZZZZZZZZZZ     ....
                                                                      ....
                                                                      ....

LL            IIIIII      SSSSSSSS
LL            IIIIII      SSSSSSSS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II        SSSSSS
LL              II        SSSSSS
LL              II              SS
LL              II              SS
LL              II              SS
LL              II              SS
LLLLLLLLLL    IIIIII    SSSSSSSS
LLLLLLLLLL    IIIIII    SSSSSSSS
```

RPG$BTZ
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```
0000      1              .TITLE  RPG$BTZ- Blank-to-zero Translate Table
0000      2              .IDENT  /1-002/                    ; File: RPGBTZ.MAR Edit: DG1002
0000      3
0000      4
0000      5
0000      6      ;*******************************************************************************
0000      7      ;*                                                                             *
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0000     25      ;*                                                                             *
0000     26      ;*                                                                             *
0000     27      ;*******************************************************************************
0000     28      ;
0000     29      ;
0000     30      ;++
0000     31      ; FACILITY: RPGII Run Time Support
0000     32      ;
0000     33      ; ABSTRACT:
0000     34      ;
0000     35      ;       This module contains RPG$BTZ, a translate table which can
0000     36      ;       be used as the argument of LIB$MOVTC (or a MOVTC instruction) to
0000     37      ;       translate blanks to zeroes.
0000     38      ;
0000     39      ; ENVIRONMENT: No executable code.
0000     40      ;
0000     41      ; AUTHOR: Debess Grabazs, CREATION DATE: 7-March-1983
0000     42      ;
0000     43      ; MODIFIED BY:
0000     44      ;
0000     45      ; 1-001 - Original. DG 7-Mar-1983
0000     46      ; 1-002 - Reference _RPG$CODE psect. DG 11-July-1983
0000     47      ;--
```

```
            0000    49              .SBTTL  DECLARATIONS
            0000    50  ;
            0000    51  ; LIBRARY MACRO CALLS:
            0000    52  ;
            0000    53  ;       NONE
            0000    54  ;
            0000    55  ; EXTERNAL DECLARATIONS:
            0000    56  ;
            0000    57          .DSABL  GBL             ; Force all external symbols to be declared
            0000    58  ;       NONE
            0000    59  ;
            0000    60  ; MACROS:
            0000    61  ;
            0000    62  ;       NONE
            0000    63  ;
            0000    64  ; EQUATED SYMBOLS:
            0000    65  ;
            0000    66  ;       NONE
            0000    67  ;
            0000    68  ; OWN STORAGE:
            0000    69  ;
            0000    70  ;       NONE
            0000    71  ;
            0000    72  ; PSECT DECLARATIONS:
            0000    73  ;
        00000000    74          .PSECT _RPG$CODE PIC, USR, CON, REL, LCL, SHR, -
            0000    75                          EXE, RD, NOWRT, LONG
```

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```
              0000    77              .SBTTL  RPG$BTZ- Blank-to-zero Translate Table
              0000    78 ;++
              0000    79 ; FUNCTIONAL DESCRIPTION:
              0000    80 ;
              0000    81 ;      RPG$BTZ is a translate table, suitable for use with
              0000    82 ;      a MOVTC instruction, which specified translation of
              0000    83 ;      blanks to zeroes.
              0000    84 ;
              0000    85 ;      Only blanks are translated, all other characters
              0000    86 ;      translate to themselves.
              0000    87 ;
              0000    88 ;--
              0000    89
              0000    90 RPG$BTZ::
              0000    91
    00000000  0000    92 I=0
              0000    93              .REPEAT <^A/ /-0>
              0000    94              .BYTE   I
              0000    95 I=I+1
        00    0000    96              .ENDR
        30    0020    97              .BYTE   ^A/0/
    00000021  0021    98 I=I+1
              0021    99              .REPEAT <255-^A/ />
              0021   100              .BYTE   I
              0021   101 I=I+1
        21    0021   102              .ENDR
              0100   103
              0100   104
              0100   105              .END                          ; End of module RPG$BTZ
```

RPG$BTZ   00000000 RG   01

```
                                   +-------------------+
                                   ! Psect synopsis !
                                   +-------------------+
```

PSECT name	Allocation	PSECT No.	Attributes										
. ABS .	00000000 (0.)	00 (0.)	NOPIC	USR	CON	ABS	LCL	NOSHR	NOEXE	NORD	NOWRT	NOVEC	BYTE
_RPG$CODE	00000100 (256.)	01 (1.)	PIC	USR	CON	REL	LCL	SHR	EXE	RD	NOWRT	NOVEC	LONG

```
                                   +-----------------------------+
                                   ! Performance indicators !
                                   +-----------------------------+
```

Phase	Page faults	CPU Time	Elapsed Time
Initialization	10	00:00:00.07	00:00:01.40
Command processing	70	00:00:00.64	00:00:02.63
Pass 1	92	00:00:01.72	00:00:04.72
Symbol table sort	0	00:00:00.01	00:00:00.01
Pass 2	34	00:00:00.53	00:00:01.59
Symbol table output	2	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.01	00:00:00.29
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	212	00:00:02.99	00:00:10.70

The working set limit was 750 pages.
15208 bytes (30 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 2 non-local and 0 local symbols.
105 source lines were read in Pass 1, producing 8 object records in Pass 2.
0 pages of virtual memory were used to define 0 macros.

```
                                   +-----------------------------+
                                   ! Macro library statistics !
                                   +-----------------------------+
```

Macro library name	Macros defined
_255DUA28:[SYSLIB]STARLET.MLB;2	0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS$:RPGBTZ/OBJ=OBJ$:RPGBTZ MSRC$:RPGBTZ/UPDATE=(ENH$:RPGBTZ)

RMS0TRUNC
LIS

STAPRFLNM
LIS

RPGCVTPTO
LIS

RPGHANDLE
LIS

RPGMOVE
LIS

RPGLIB
REQ

RMSGBL
LIS

RPGRTL

RPGDSPLY
LIS

RPGRTL
MAP

RPGPROLOG
REQ

RPGEXTIND
LIS

RPGLIB
LIS

RMS0SRCH
LIS

RMS0WAIT
LIS

RPGBTZ
LIS

RPGMOVE2
LIS

RPGDIVIDE
LIS

RPGIOEXCE
LIS

RPGDEF
REQ

RMS0UPDAT
LIS

RPGERROR
LIS